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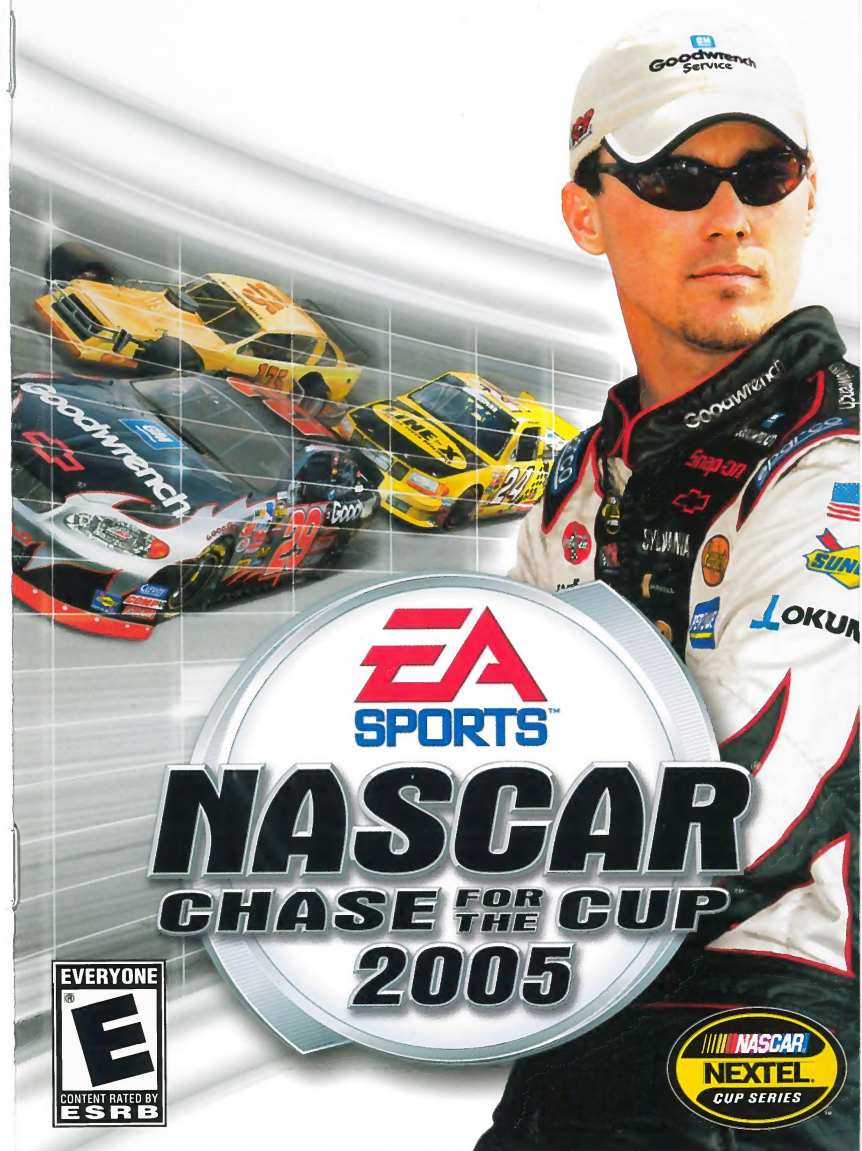
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XBOX

LIVE

ONLINE ENABLED



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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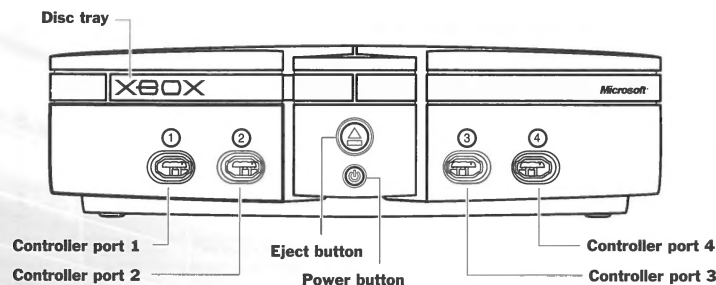
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

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For more info about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

## USING THE XBOX® VIDEO GAME SYSTEM



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NASCAR® 2005: Chase for the Cup™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR® 2005: Chase for the Cup™*.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

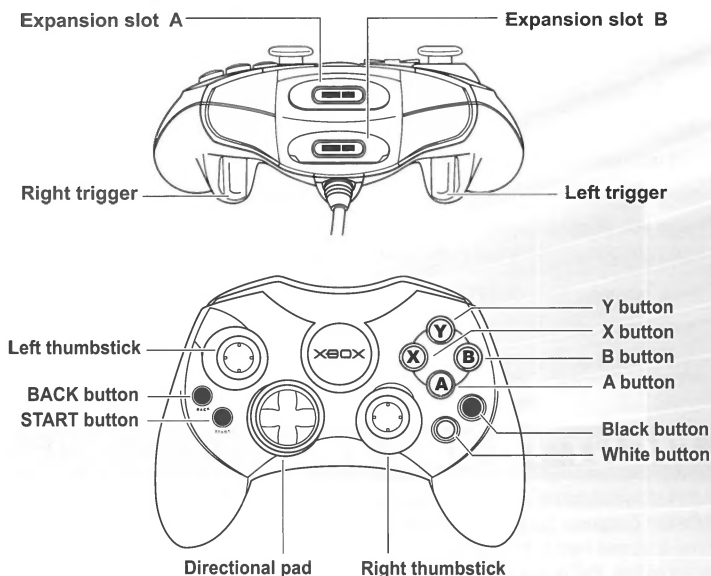
### TAKE NASCAR 2005: CHASE FOR THE CUP BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

#### CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR 2005: Chase the Cup*.

#### MENU CONTROLS

Highlight menu items	
Cycle choices/Move sliders	
Select/Go to next screen	
Return to previous screen	

## COMPLETE RACING CONTROLS

Steer	
Throttle	<b>R</b>
Brake/Repair	<b>L</b>
Reverse (when stopped)	
Change view	
Shift up/down (manual transmission only)	<b>Y</b> / <b>X</b>
Intimidator	<b>B</b>
Toggle HUD (Head Up Display)	
Share Draft	<b>A</b>
Toggle rear view mirror ON/OFF	<b>L</b> (click)
Pause game	
Mute voice (Xbox Live only)	<b>R</b> (click)

## FIGHT TO THE TOP

Build a storybook career as you work your way through the NASCAR® Featherlite Modified Series, NASCAR® Craftsman Truck Series, NASCAR® National Series, and NASCAR® NEXTEL Cup Series ranks in all-new Fight to the Top mode. Earn money and prestige as you win races and build a racing empire. It all begins when Ryan Newman challenges you to a race in New York City. If you win the race, you can continue in the Fight to the Top mode (see below).

### FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jumpstart your racing career.

**Select Event** Review the schedules for different weeks, and then select the event you want to enter.

**Early in your career you may find empty weeks in your schedule. Pull **R** to skip to the next week.**

**Race Shop** Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

**You must complete your first season under contract before you may buy a team.**

- ❖ As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- ❖ As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.

## FIGHT TO THE TOP CONT.

**You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series until after your contract expires. Make your team decisions at the beginning of each season.**

When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

**Game Status** Check your prestige, fan support, cash reserves, and overall progress in your Chase for the Cup.

**My NASCAR®** For more information, see p. 10.

### SEASON INFO

Track your progress through the NASCAR season. Review the Calendar, your Contract History, Track Performance, Season Standings, and Pole Awards.

### PHONE MESSAGES

Read your phone messages from time to time, as your agent brings you news of offers from other teams and sponsors, as well as tips on events on your calendar, and helpful game advice. After you listen to a message, it is stored in the Phone Messages screen.

### HEROES, VILLAINS, FANS, AND PRESTIGE

In Fight to the Top mode, you can choose to be a Hero or a Villain. Remember, your performance on the track earns you more than money.

❖ Your Hero or Villain status is displayed in the Fight to the Top Main menu.

**Hero** Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

**Villain** Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator control.

**Prestige** Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

**Fan Support** Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

### SHOWDOWN AND CHARITY RACES

**Showdown Races** If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races in production cars. Winning some Showdown Races may unlock a production car for use in Race Now mode.

**Charity Races** Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.



## ON THE TRACK

While racing, you have to be aware of your surroundings at all times. Read this section to prepare yourself for NASCAR racing.



### DRAFTING, FLAGS, AND SKILL POINTS

#### Grudges & Alliances

When you bang into or intimidate another car, that car's driver may remember it on the next lap or even the next race. Similarly, if you let a driver share draft off of you, you can become allies, and you may gain some help from him on a later lap. A red icon displayed above a car indicates that driver holds a grudge against you.

#### Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The blue meter shows the current strength of the regular draft.

#### Share Draft

When the green draft meter fills to the top, press **A** to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The green meter fills faster if your driver is a Hero.

#### Intimidator

Similar to drafting, you can intimidate other drivers with your car. To be an Intimidator, approach the bumper of another car. When the red draft meter fills completely, press **B** to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but the other driver may hold a grudge against you. The red meter fills faster if your driver is a Villain.

#### Flags

During the course of a race, flags are displayed to indicate changes in track conditions. A yellow flag means that you must slow down and maintain your current position in the field.

**There are no yellow flags in Featherlite or Production Car races.**

#### Pit Stops

A white flag is displayed when the leader of the field crosses the finish line to begin the last lap of the race. If he crosses the finish line again in first place, he receives the checkered flag of victory.

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. When you enter pit row, you must enter at 70 mph or below. You can change your pit options before you reach your stall. For more information, see Pit Options on p. 7.

## ON THE TRACK CONT.

**Pit stops are not allowed in Featherlite and Production Car races.**

#### Skill Points

Earn Skill Points in each race (excluding multiplayer and online modes) by driving well and completing laps without damaging your car. Use Skill Points to purchase Thunder Plates that unlock tracks, cars, sponsors, and more. For more information, see p. 10.

### PAUSE MENU

From the Pause menu, you can review your Pit Options and Game Options, or you can resume, restart (Race Now mode only), or quit the race.

#### Pit Options

(via Pause Menu)

For the next pit stop, you can make changes to your setup or set the amount of fuel and number of tires to add. An increase to any of these settings adds time to your pit stop.

## OTHER RACE MODES

To acquire Skill Points that can be spent on Thunder Plates, try the Lightning Challenge, SpeedZone, and Chase for the Cup modes.

### RACE NOW

To take the green flag as fast as possible, select RACE NOW. In the Race Now Settings screen, you can choose the series in which you want to race: NASCAR NEXTEL Cup Series, NASCAR National Series, NASCAR Craftsman Truck Series, NASCAR Featherlite Modified Series, and Production. Each series features its own type of cars.

- To play a multiplayer game, plug in a second controller and highlight PLAYERS. Then, press **Enter** to select 2. You and a friend can now race head-to-head.
- The Production Cars series allows you to race any production cars you have unlocked in Fight to the Top mode.
- In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race. After qualification, you can use the Happy Hour session to fine-tune your car's setup.

### CAR SET-UP PRESENTED BY AUTOZONE

In the Car Set-up screen, you can make adjustments to your car's set-up to match conditions on the current track. To return your car to its default setup, select DEFAULT SET-UP.

### SEASON

Race an entire NASCAR season in any of the four series. In the Difficulty screen, select your series, the number of races in it, the difficulty level, and the length of each race.

### LIGHTNING CHALLENGE

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Lightning Challenge, you earn Skill Points, which can be spent on Thunder Plates.

### SPEEDZONE

Practice specific skills such as passing, blocking, and drafting. Win the challenge, and earn Skill Points to buy Thunder Plates.

## CHASE FOR THE CUP™

Be a part of NASCAR Racing's exciting new scoring system. The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

In the Contenders List, add individual drivers to your field, or let the computer fill out the field automatically.

## XBOX LIVE

Take on the best racers in the country or your best friend from across the street in races for up to four players.

If you time out of an online race, you may still be incurring phone and connection charges through your ISP.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE™.

EA MAY RETIRE ONLINE FEATURES AFTER 30-DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 NASCAR® SEASON.

## WELCOME TO NASCAR® 2005: CHASE FOR THE CUP™ ONLINE

**Quick Match** Let EA SPORTS™ Online find an opponent for you based on your Quick Match settings, so you can get racing right away.

**OptiMatch** Narrow your search by selecting the Series, Track, and Race Length of your desired race.

**Online Lobby** Go to the Online Lobby to browse the waiting rooms to find a suitable race.

➤ To create a race from the Online Lobby, highlight your own Gamertag, then press **C** or **A** to get the race options. Then, select your driver and go to your race's holding room. For more information, see *Holding Room* below.

**NOTE:** Availability of online race options, such as number of players and AI drivers, may vary depending on connection speeds.

➤ To join a race in a Chat Room, press **Y** to toggle between the User List and the Race List. After you join a race and select a driver, you are placed in the Holding Room. For more information, see *Holding Room* below.

**Leaderboards** Check out the best of the best in online *NASCAR 2005: Chase for the Cup* racing.

**My Career** Track your online racing career.

**My NASCAR®** Review your online accomplishments and more.

## HOLDING ROOM

In the Holding Room, gather with other players competing in your race before it begins. To launch the race that you created, press **C**. To view race parameters, pull **R**.

To chat with other drivers in your race, press **O**. Enter your message through the online keyboard.

## XBOX LIVE CONT.

### PLAYER OPTIONS

From here you can send or read a private message, block or unblock, add or remove that player to or from your EA SPORTS Messenger, or report abuse.

### CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- All races are ranked.
- A user is charged with a loss and a disconnect for exiting a ranked race before it is finished.
- Users are penalized for delaying games.

## EA SPORTS™ MESSENGER

Keep track of your friends, chat, and offer feedback with the EA SPORTS Messenger.

### TO SEARCH/ADD A FRIEND

Press **Y** to open the EA SPORTS Messenger, and then press **Y** again to search for a friend. To add a friend, highlight his name and press **A**. A Friend Request is sent to him. Once accepted, the Friend is automatically added to your EA SPORTS Messenger.

### SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press **A** and then choose SEND MESSAGE. To send one message to multiple Friends in your EA SPORTS Messenger, highlight the Friends to include and press **Y** to flag them. To send a Group Message to all selected Friends, highlight one of them and press **A**.

### BLOCKING/FEEDBACK

You can block any player from corresponding with you. You can also leave positive or negative feedback for any player. Please note that abusing the feedback system can result in action against your account.

## EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real races and scores of other sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and the ticker indicates, "You have been disconnected, press **B** to sign in again."

## MY NASCAR®

Review your Skill Points, Thunder Plates, and Best Lap times, or adjust your game settings. You can also Save and Load your progress.

### THUNDER PLATES

When you earn Skill Points you can use them to buy Thunder Plates, which unlock tracks, cars, sponsors, and more.

### SKILL POINTS

In the Skill Points screen, you can see your total Skill Points earned and a list of available bonus tasks and the rewards you can earn by completing them in-game.

### SETTINGS

Adjust your Gameplay, Controller, Music, and Audio settings.

## OTHER FEATURES

### CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup modes. After you select the series and a car skin, the Modify Paint Scheme screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors.

### EA SPORTS™ EXTRAS

Check out the EA SPORTS Extras to see the people who made the game and learn about upcoming EA titles. Select REPLAY PROLOGUE to race Ryan Newman in New York again.

## SAVING AND LOADING

Keep track of your records, settings, and more by saving your game file to your hard disk.

#### TO SAVE YOUR GAME PROGRESS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select SAVE.
2. The Save menu appears. Highlight a NEW SAVE slot and press **A**.
- To overwrite an existing save file, highlight the save file you wish to replace and press **A**.
- ❖ You can toggle AutoSave in the Save screen.

#### TO LOAD SETTINGS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select LOAD to load your game.
2. The Load menu appears. Highlight the game you wish to load and press **A**.

**Storage on the Memory Unit (MU) is not supported.**

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS™ LIMITED WARRANTY

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### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA Warranty Mailing Address: Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

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### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp.ea.com>

Mailing Address: Electronic Arts Technical Support, P.O. Box 9025, Redwood City CA 94063-9025

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**Package Cover Photography:** Brian Cleary/icon SMI

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